BiLT

Bluetooth® Helmet Headset

USER GUIDE

DWO-3

Bluetooth® Helmet Headset

INTRODUCTION

Congratulations and thank you for having chosen the BiLT™ Bluetooth helmet headset for motorcycle riders. This manual will help operate the headset, but you should first familiarise yourself with the Bluetooth functions of your mobile phone or GPS device before using.

The BiLT™ Bluetooth helmet headset offers the following uses:

- Bluetooth helmet headset for mobile phone communication.

- Bike to bike intercom communication with another unit (up to 1.640 ft. / 500 meters range).

- Turn by turn GPS navigation instructions (with compatible Bluetooth device).

- MP3 connectivity (Bluetooth compatible version).

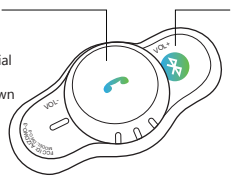
COMPATIBILITY WITH YOUR HELMET

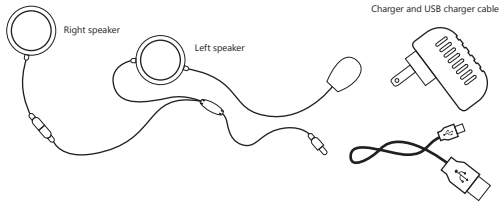
The BiLT™ Bluetooth helmet headset is easy to install inside the helmet. When buying your headset or your helmet, please ask your dealer for compatibility of both.

CONTENTS OF RETAIL BOX

button 2
>Answer call
>Reject call
>Last number redial
>Voice dial
>Volume up & down
>Play / Pause
>Music Forward / Backward

button 1
>Power on / off
>Paring
>Start the intercom call
>End the intercom call





Note: The use of two speakers may be illegal in certain countries. Please check the local regulations and act accordingly.

Bluetooth® Helmet Headset

TROUBLESHOOTING

1. Not working

The battery could be flat. Charge the headset for 3 hours and try again.

Note: When the Bluetooth helmet headset has no connection to the mobile phone ot other Bluetooth devices, time more than 60 minutes later, the Bluetooth helmet headset will automatically be turned off.

2. No sound

Physically check whether the speakers and microphone have been correctly connected. Check if you have turned the volume down too low.

3. Whistling of the speakers.

If the microphone is too close to a speaker, the speaker will make a whistling sound. Increase the distance between the microphone and the speaker.

4. Loss of connection with the mobile phone or music sources

Please check whether the battery is too low or the use rang to your mobile phone is out of 10 meters or blocked by some obstacles like metel or water etc. that absorb much radio signals.

5. Cannot connect with mobile phone

Test connection with you mobile phone before purchasing. We cannot guarantee that the BiLT™ Bluetooth helmet headset can connect with all types of mobiles as some mobile phone may not use the standard Bluetooth profile.

6. Can not reconnect or connect with your mobile phone automatically

Clear all pairing information of the Bluetooth helmet headset as user manual instructed, then please delete all Bluetooth devices on your mobile phone then turn off, take out your mobile phone battery for a few seconds, and then put back the battery, turn on your mobile phone, restart the Bluetooth function and search and pair the bluetooth device again, after device paired successful, make sure you set the option of helmet headset to be "Default/Trusted/Authenticated/Auto Connect Enable/Always Visible/Discoverable" device. Now you can reconnect with your Bluetooth helmet headset.

7. Reset

Some regions of high RF strength or near high power TV transmitters, GSM station or airport raders, can overwhelm the headset and stall the unit. Please charge the unit, and it will be reset and work normally again.

8. Unsolved problem

Please return the headset back to after-sale service department if you can not resolve the problem with the help of steps 1-6.

FCC Statement

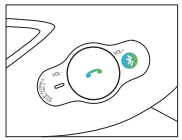
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:
> Reorient or relocate the receiving antenna.
> Increase the separation between the equipment and receiver.
> Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
> Consult the dealer or an experienced radio / TV technician for help.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

INSTALLATION

1 Headset control box mounting plate

The headset mount plate must be mounted onto the helmet first. Once mounted, the headset unit can be attached or detached from the sliding plate at any time you want. The unit is designed to be mounted on the left side of the helmet.

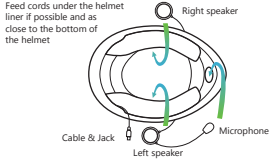


Note: it is better to remove it from the mounting plate when not in use.

2 Mounting the microphone and speakers

- Ensure your helmet has enough room to mount the speakers (ie; cutout).
- Certain models of BiLT™ helmets are equiped with the specific cut-outs for this model, DWO-3. At time of printing (Jan 2012) BiLT™ compatible model include; Dominator, Tour Tech, Tour Tech TSS, GP3&CFK-1. For fitment to any other motorcycle helmet please consult your local dealer for expert advice.
- Fit the velcro tabs into the cut-out on the above BiLT™ helmet, or where applicable on other helmets then attach the speaker to the velcro tab (note: short speaker cord for left, long speaker cord for right).
- Ensure the microphone is positioned in close proximatior to the mouth. On above BiLT™ helmets the microphone can be routed behind the removable cheek pads.

Always prioritise your riding, not mobile phone calls. During a mobile phone conversaton, or while using the intercom, decelerateand concentrate on your riding. In bad weather and/or heavy traffic we recommend pulling over and stopping before answering.


Feed cords under the helmet liner if possible and as close to the bottom of the helmet
Right speaker
Cable & Jack
Microphone
Left speaker

OPERATION

POWER ON & OFF

1 In power off state, press and hold **Button 1** for about 3 seconds until a short "di" tone played and the Blue LED indicator flashes, the headset is powered on.

2 In power on state, press and hold **Button 1** for about 8 seconds until a short "di" tone played and Blue LED indicator shut off, the headset is powered off.

ENTER PAIRING MODE

In power off state, press and hold **Button 1** for about 8 seconds until a "didi" tone played and the Blue and Red blue LED indicators flash alternately, the headsets are on pairing mode (the Bluetooth headset can be searched and paired only when it is on pairing mode).

MOBILE PHONE OPERATION

1. PAIRING WITH MOBILE PHONE

(1) Place the mobile phone and the Bluetooth helmet headset together within 1 meter.
(2) Make sure the Bluetooth helmet headset is powered off.
(3) Press and hold the **Button 1** of the Bluetooth helmet headset about 8 seconds until heard a "dudu" tone played and the Blue and Red LED indicator flashes alternately, and then release the button.
(4) Initiate Bluetooth function of the mobile phone and search the Bluetooth helmet headset according to mobile phone user manual.
(5) Choose the Bluetooth device with the name "DWO-3", then press ok button to pair with it, enter pairing password <0000>, then the indicator turns into regular Blue light flash, after that you will hear a "di" tone to indicate success pairing. Then you can transmit voice frequency through the Bluetooth helmet headset and use the button of that to control music playing of the mobile phone.

OPERATION

Note:
1. Some mobile phones don't need to input pairing password, because it can automatically complete the pairing process.
2. If the phone and the Bluetooth helmet headset has been paired ,and the phone is on the state of connection, after that every time turning on the headset ,it will automatically connect the mobile phone. If they are not connected and the Bluetooth headset is idle state (blue LED short flashing every 3 seconds), a short press the button 2, the headset will initiate a connection to the headset.

2. AUTOMATICALLY ANSWER INCOMING CALL

The Bluetooth helmet headset has the automatically answer function, after 2 incoming call ring tones played (about 10 seconds), and if there is not any operations on the headset, the Blutooth helmet headset will answer the phone call automatically.

3. ANSWERING INCOMING CALLS

Press **button 2** to answer when there is an incoming call or you can answer it with your mobile phone normally.

4. REJECTING INCOMING CALLS

Double press **button 2** to reject an incoming call.

5. Hand Up

In call active state, a short press **button 2** can hang up the call.

6. LAST NUMBER REDIAL

(1) Left twist twice **button 2** can redial last called out number when connected with mobile phone.
(2) When playing music through bluetooth, if you want to redial last called out number , first you must stop playing music and then left twist twice **button 2**.

7. Voice Dial

While the Bluetooth helmet intercom headset is connected with the mobile phone, right twist twice **button 2**, then the mobile will prompt you to speak out your desired name. When playing music through bluetooth, if you want to do that, first you must stop playing music and then right twist twice **button 2** to come to voice dial.

8. VOLUME CONTROL

In phone or intercom call active and music-playing state, left twist and hold **button 2** can go to turn down the volume, right twist and hold **button 2** can go to turn up the volume, when reaching the maximum or minimum volume, a "DiDong" tong will be played.

Note: the mobile phone has to support Bluetooth Hands free protocol to realize rejecting, last number redialing and voice dial functions. For voice dial function, some mobile phones need user to manually set it in the mobile phone.

INTERCOM OPERATION

1. Pairing Intercom Headsets
1.1 Please press and hold **Button 1** until Red/Blue lights flashes alternately to enter Pairing Model.
1.2 Short press **Button 1** of either headset, it will search the other one which in pairing state, and then try to pair with it.

Note: Please do not press both **Button 1** while starting the search operation !

1.3 Within a few seconds, both headsets will turn off the red light, and then flashing slowly in blue. Pairing is finished.
1.4 To pair with another headset, repeat the above steps please.
2. After pairing successfully, just short press either of **Button 1**, then the intercom function will be activated.
3. Pairing is a one time process. Once the headsets are paired during this setup procedure, they will remain paired and automatically recognize each other whenever they are within available range.
4. Either of headset users wants to end the intercom talking function, just short press either of **Button 1**, and then the intercom function will be terminated.
5. Mobile phone has highest priority. Mobile phone call can interrupt the intercom call. The intercom will be restored automatically after phone call ended.
6. User can select to talk with the second rider or the third one (connect 3 riders at the same time)
6.1 Either of the talking riders wants to talk with the third one, just double click **button 2**, and then it will connect with the third rider who is on Standby.
6.2 The third rider who is in the standby state can initiate to call the other two who are in talking state, just double click **button 2** to call the Riders.
6.3 The rider who been called will hear"dududu", and the called rider can double click **button 2** to accept and incoming intercom request, or just do nothing to ignore the request.

(Please pair each other and everybody is on standby state while you want to use switch talking function among 3 headsets. This function can be used in rider to pillion and another rider, or rider to 2 riders.)

OPERATION

MUSIC OPERATION

Please refer to the devices user manual first.

1 PLAY / PAUSE

Under Bluetooth A2DP music play state, short press the **button 2** to play or pause the music.

2 TRACK FORWARD

Right twist **button 2** to forward track.

3 TRACK BACKWARD

Left twist **button 2** to backward track.

Note: The above funtion requires the music device to support Bluetooth A2DP and AVRCP.

GPS NAVIGATOR OPERATION

1 Please pair GPS device and please refer to the GPS navigator user manual first to share the audio information from GPS via A2DP.

2 In phone or interoom call active and music-playing state, left twist and hold **button 2** can go to turn down the volume, right twist and hold **buttom 2** can go to turn up the volume, when reaching the maximum or minimun volume, a "DiDong" tone will be played.

3 Mobile phone or intercom calls have a higher priority than GPS audio. Mobile phone/intercom calls will interrupt the GPS audio. The audio will be restored automatically after the call has ended.

SPECIFICATIONS

DWO - 3	
Bluetooth Version	Bluetooth V2.0
Bluetooth RF Spec	Class 1
Talking Time	8 hours
Standby Time	160 hours
Charging Voltage	5V
Charging Time	3 hours
RF Frequency	2.4 - 2.4835GHz (ISM Band)
Battery Type	550mAh rechargeable Lithium-Polymer Battery
Supports HSP, HFF, A2DP, AVRCP, and Full Duplex intercommunication	

LED Light Indicator	
LED Indicator type	Indicated State
All LED indicator off	Power off
Red/Blue lights flashing alternately	Pairing mode
Blue light short flashing every 3 sec.	Standby state
Blue light long flashing every 3 sec.	Connected state
Red Led flash 2 times every 60 minutes	Battery is low
Red Led indicator flash once every second	Charging
Red Led indicator shining still	Charging completed

Bluetooth® Helmet Headset

FUNCTIONS

telecom

>Bluetooth® Hands-free
>Last number redial
>Automatically answer call and voice dial
>Reject a call
>Independent mobile phone volume control and memorize
>Mobile phone highest priority

intercom

>Rider to rider (Maximum communication range up to 600m)
>Rider to pillion
>3 riders connection
>Switch conversation between 3
>Independent Intercom volume control and memorize
>Intercom second priority after mobile phone
(Typical effective range in urban area is about 500m)
Note: actual range will depend on weather conditions,terrain and presence of obstacles.

gps

>Audio guide information from Bluetooth® GPS navigator by A2DP function or HFP
>Independent volume control

music

>Bluetooth® A2DP music Play
>Enjoy music from Mobile phone or other music sources
>Remote control music play with AVRCP
>Independent music volume control and memorize
>Music third priority after phone call and intercom
>Music volume soft restore back

BATTERY CHARGING

The unit has an embedded rechargeable battery. Please charge the unit for appox 3 hours before use. The red LED will shine still when the battery is fully charged.
- Please use the USB cable gently, do not pull it too hard or the headset may be damaged.
- In order to keep the battery capacity and extend it's life, please store the headset in 15℃ to 25℃ environment while not use.

Note: Please do not use the headset while charging

The BiLT™ Bluetooth helmet headset is a water-resistant device, designed for use under moderate rain or snow conditions. However, the headset is not waterproof and should not be used under severe weather conditions.